

ABSTRACT OF THE DISCLOSURE

An image processing device comprises a decoder, a sprite buffer interface, and a sprite buffer as well as a rendering engine, a frame buffer interface, and a frame buffer, wherein it is characterized by synchronizing the write timing for the sprite buffer with the read timing for the frame buffer. That is, the decoder decodes compressed image data to restore original image data before compression. The sprite buffer interface writes the decoded data (i.e., sprite pattern data) into the sprite buffer, from which the sprite pattern data are read and supplied to the rendering engine. The rendering engine performs a prescribed rendering process (e.g., magnification, reduction, rotation, deformation, etc.) on the sprite pattern data, which are then written into the frame buffer. A display controller reads rendering-completed data (i.e., display data) from the frame buffer so as to output them to a display.